Game Changers for California: Technology and Institutions

California Independent System Operator Symposium

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Why Does California Need Technology Game Changers?

- 33% Renewable Portfolio Standard by 2020
- 12,000 MW goal for localized electricity generation by 2020
- 6,500 MW of new combined heat and power by 2030
- Increase Demand Response and Energy Storage





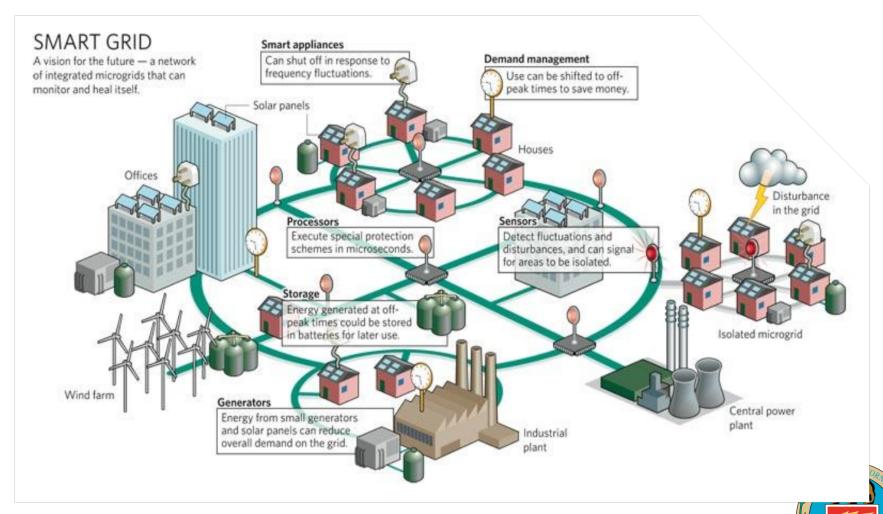
- Greenhouse Gas Reduction Goal of 1990 levels by 2020, including Cap and Trade
- Air quality restraints drives aggressive EV goals

Overview of Technology Game Changers

- Components of Smart Grid Vision
- Electricity Storage
- Electric Vehicles and the Grid
- Demand Response
- Renewable Distributed Generation by 2020
- Reducing Costs of PV Systems
- Adding PV on Distribution Circuits
- Case Study: Synchrophasers

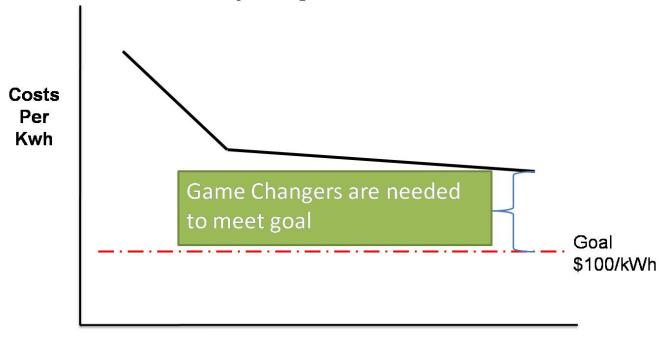


Smart Grid



Electricity Storage

Electricity Storage Costs over the Years



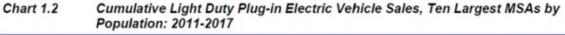
Time

- Cost and regulations are barriers to greater use of storage
- FERC issued a NOI to address some of the regulatory barriers
- Storage combined with DR may offer a less expensive solution
- Needs both breakthroughs and economies of scale



Electric Vehicle (EV) Demand on the Distribution Grid

- Better Batteries are critical
- One EV = up to 2 houses (fast chargers can be 6.6kW)
- Clusters of EVs could overload feeders





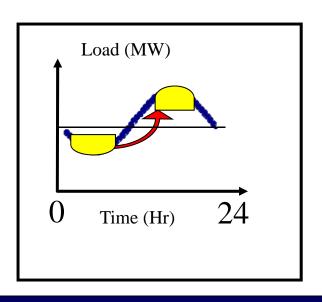
(Source: Pike Research)

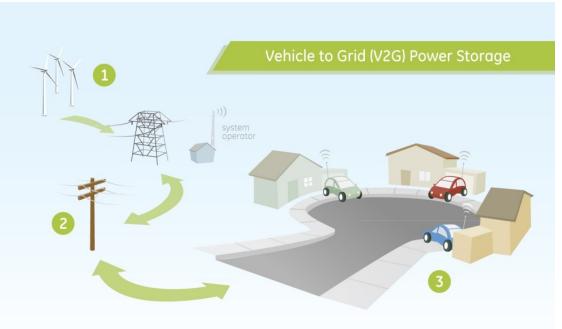
A smart grid with smart charging, energy storage, and demand response may alleviate these concerns



Electric Vehicles to Grid (V2G)

 Vehicle-to-grid technology uses parked EVs as supplemental storage on the grid

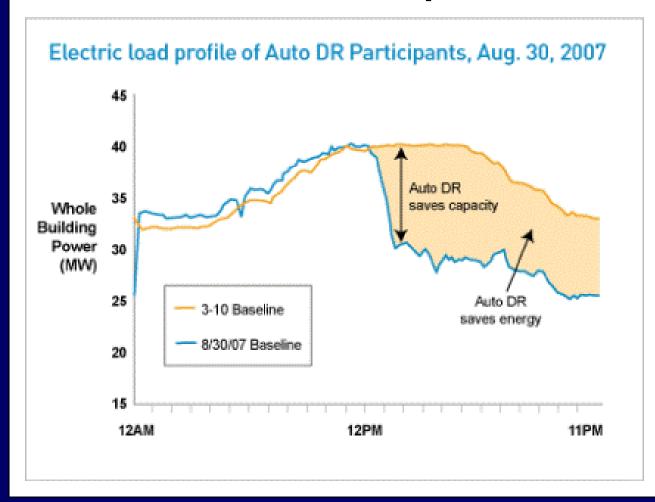




- At peak hours, consumers sell the energy stored in EV batteries back to utility companies
- AutoDR can automate this activity



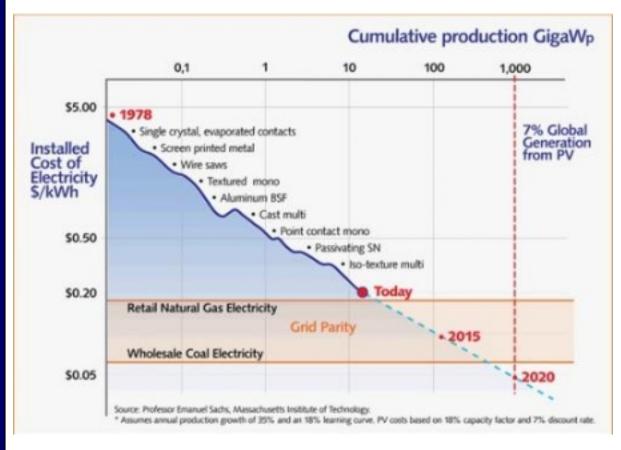
Demand Response (DR) – Automated Demand Response (AutoDR)



AutoDR occurs within seconds to minutes versus minutes to hours for traditional DR

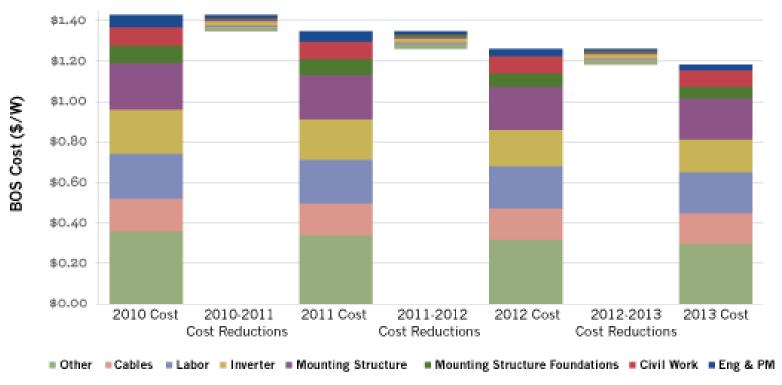
http://www.pge.com/mybusi ness/energysavingsrebates /demandresponse/adrp/

Governor's Distributed Generation (DG) Goal of 12,000 MW by 2020



- PV continues to get cheaper, now at tipping point for utility scale
- California awarded
 \$36 million to
 reduce PV costs
 and increase
 efficiencies

Solar Photovoltaics Balance of System (BOS) Cost Reduction



BOS components will be the major cost of a PV project



Lowering the Cost of PV Inverters by Reducing the Weight of the Magnetics

1200 lbs.



94 lbs.

Saves up to 90% on shipping costs and 15% on installation costs



Microinverters



215 watt Microinverter

- Microinverters have already cut costs of installation by 15%
- Less wiring cuts the labor by an additional 60-70%
- Shading on one panel does not affect entire PV string



Increasing PV Capacity on a Distribution Circuit

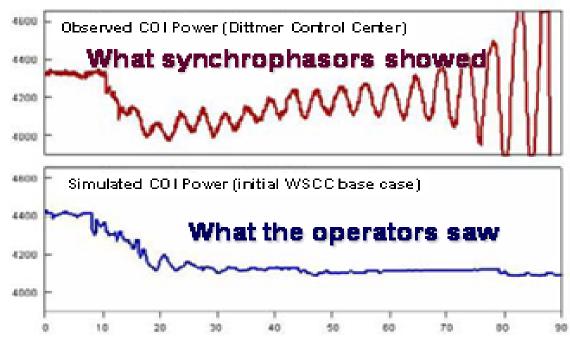
- Max capacity of PV on a circuit is limited
- Adding smart grid functions to PV inverters increases circuit capacity
- 25%-100% more PV allowed with autonomous Volt/VAR control
- Need to replace aging distribution infrastructure with "smart grid"



Synchrophasors A Successful Game Changer

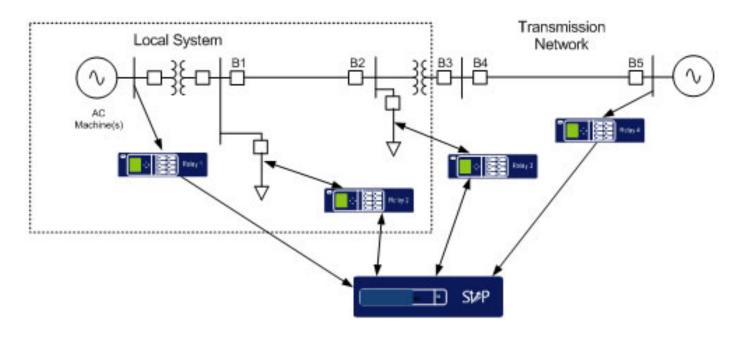
- From basic research through development, demonstration, and final commercialization

 a 10+ year effort
- Increasing deployment will result in increasing capability



Key to Success: Involve end users, promoters and other supporters early – stakeholders will push the development to a commercial product

Next Step: Synchrophasors at the Distribution Level



- Presently used at the distribution level in a few microgrid pilots
- Increasing DG penetration will drive need for such sensors
- Ideas are being generated on how to use synchrophasors in distribution applications



Thank you!

- What are the most important potential Game Changers?
- How can we achieve such innovations?
- The goal for the break-out sessions will be to brainstorm these Game Changers
- Have fun!

